* Play in pairs or groups of three.
* Each group has 2 or 3 zero to nine dice /spinners and a blank number line labelled from 0 to 100 (for 2 digit numbers) or 0 to 1000 (for 3 digit numbers). [NRICH: Interactive Dice and Spinners](http://nrich.maths.org/6717)
* Each player has a different coloured pen.
* Players take it in turns to roll the 2 or 3 dice and to manipulate the numbers rolled to create a 2 or 3 digit number (For example if a 2 and 7 were rolled the player could make either 27 or 72) The player then plots their number (written in their coloured pen) in the correct place on the shared number line.
* The other player then has a go and places the number that they have created on the same number line.
* The first player to plot 3 numbers onto the number line (in their colour) without their opponent positioning a number in between is the winner.